



J. Augusto Lecona Martínez

Software Developer

PROFILE

28-year old software
developer from México
City. Bachelor of Applied
Mathematics and
Computing Science and
Master of Games
Development.

CONTACT

52155 71280521

17 Villas los Sabinos,
Naucalpan,
State of México,
México.

My site

OBJECTIVE.

Develop game modules such as Artificial Intelligence, Physics and Graphics.

EDUCATION.



BSC IN APPLIED MATHEMATICS AND COMPUTING | UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO.

- Accredited by the Consejo Nacional de Acreditación en Informática Computación A.C.
- Degree conferred on 27th September 2012.
- Major: Applied Mathematics.
- Minor: Computing Science.
- Related coursework: Dynamics of cancer tumoral cells.



MSC IN GAMES DEVELOPMENT | UNIVERSITY OF EAST ANGLIA (ENGLAND).

- Accredited by The Chartered Institute of Information Technology.
- Degree conferred on 8th April 2016.
- Major: Games Development.
- Minor: Gesture Recognition.
- Related coursework: Mouse-free computer interface based on gesture recognition.
- Sponsor: Santander, awarded a £5,000 scholarship.

DIPLOMA COURSE IN DYNAMICAL SYSTEMS AND CHAOS.
29TH FEBRUARY 2012 | UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO.

COURSE IN INTERNATIONAL ENGLISH LANGUAGE TESTING SYSTEM.
20TH AUGUST 2012 | BRITISH COUNCIL.

COURSE IN JAVA PROGRAMMING LANGUAGE 6.
21ST SEPTEMBER 2012 | ORACLE UNIVERSITY THROUGH UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO.

DIPLOMA COURSE IN FINANCES.
11TH JANUARY 2014 | UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO.

COURSE IN CAMBRIDGE ADVANCED ENGLISH (CAE).
29TH MAY 2014 | UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO.

SKILLS AND ABILITIES.

NUMERACY.
PROBLEM-SOLVING.
WRITTEN SKILLS.
QUICK LEARNER.

TEAM ORIENTED.
SELF-MOTIVATED.
CREATIVITY.
PROACTIVE.

LANGUAGES.

SPANISH (NATIVE SPEAKER).

ENGLISH.

- IELTS certificate granted on August 2014, scored 6.5 overall.
- Studied abroad in England (MSc in Games Development) for over a year.

VIDEO DEMONSTRATIONS

1



2



3



4



5



6



EXPERIENCE.

ANDROID DEVELOPER [TR3SCO]2014

- Developed an Android based application for scanning the ISBN of a book in order to display information regarding the book.
- Developed an Android based application for transforming text into images.

MSC IN GAMES DEVELOPMENT [UNIVERSITY OF EAST ANGLIA]2014-2015

- Developed the virtual landing and flight of a helicopter using OpenGL/C++. Designed an original and realistic response to collisions to make the helicopter surround the collided object as if turned bluntly. Video demonstration on the left (1).
- Designed and developed a game project in OpenGL/C++ consisting of piloting a car through curved tracks. To position the car tangent to the track surface without losing its direction, calculated the angles to rotate the car. The curved tracks have the same width at any point. Video demonstration on the left (2).
- For the team project of the Games Laboratory, developed the scripts of the missiles, the jelly platform, and the swinging ax in C#. The project is Unity based and its gameplay is to defeat the other players, using and avoiding weapons, as well as fighting them. The missiles are launched from above and have a descending spiral course that ends in the target which is a single point. Video demonstration on the left (3). The jelly platform is a deformable surface based on spring dynamics and serves as a fighting platform. Video demonstration on the left (4). The swinging ax follows the pendulum dynamics and it is implemented as a fixed weapon to be avoided by the characters. Video demonstration on the left (5).
- Developed a mouse-free computer WPF interface based on gesture recognition as the dissertation project. Each gesture is modeled by a statistical model known as Hidden Markov Model (HMM) that uses the joints coordinates of a gesture as observations. Such observations are previously normalized in order to avoid translation and scaling variance and are obtained by means of Kinect. The interface then performs a gesture recognition according to the probability that the observed gesture has to belong to the models. Video demonstration on the left (6).
- Developed an Android based application for the Treasure Hunt that the University holds, consisting of Scanning a QR in order to obtain a hint that leads to the next encoded hint. The application makes use of a framework developed in teamwork.

DITN | MÉXICO | 2016

- Project Coordinator. Coordinated the Implementation of the surveillance system and access control to the property of the new International Airport of México City at its construction stage.

SAMSUNG|MÉXICO|2016

- Data Analyzer in the Auditing area. Developed VBA functions and Excel macros in order to elaborate reports of the employees' expenses and credit card uses.